


Hosted by the SKA, run by Jack Pitt/Stu Melville (SKA Higher Level Referees)



SKA Referee Theory Session





Content

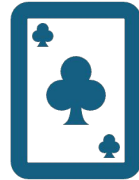
- Introduction
- Overview of the rules (in line with IKF rules of Korfball 2024)
 - Including SKA exceptions
- Appendix: Basic Assessment Criteria Overview
- Appendix: Hand signals for infringements



Functional Things (1.1-1.9; 4.1-4.11; 5.1-5.10)



Substitutions,
Player Numbers



Procedure of Red
Cards



Role of Referee,
players and
coaches



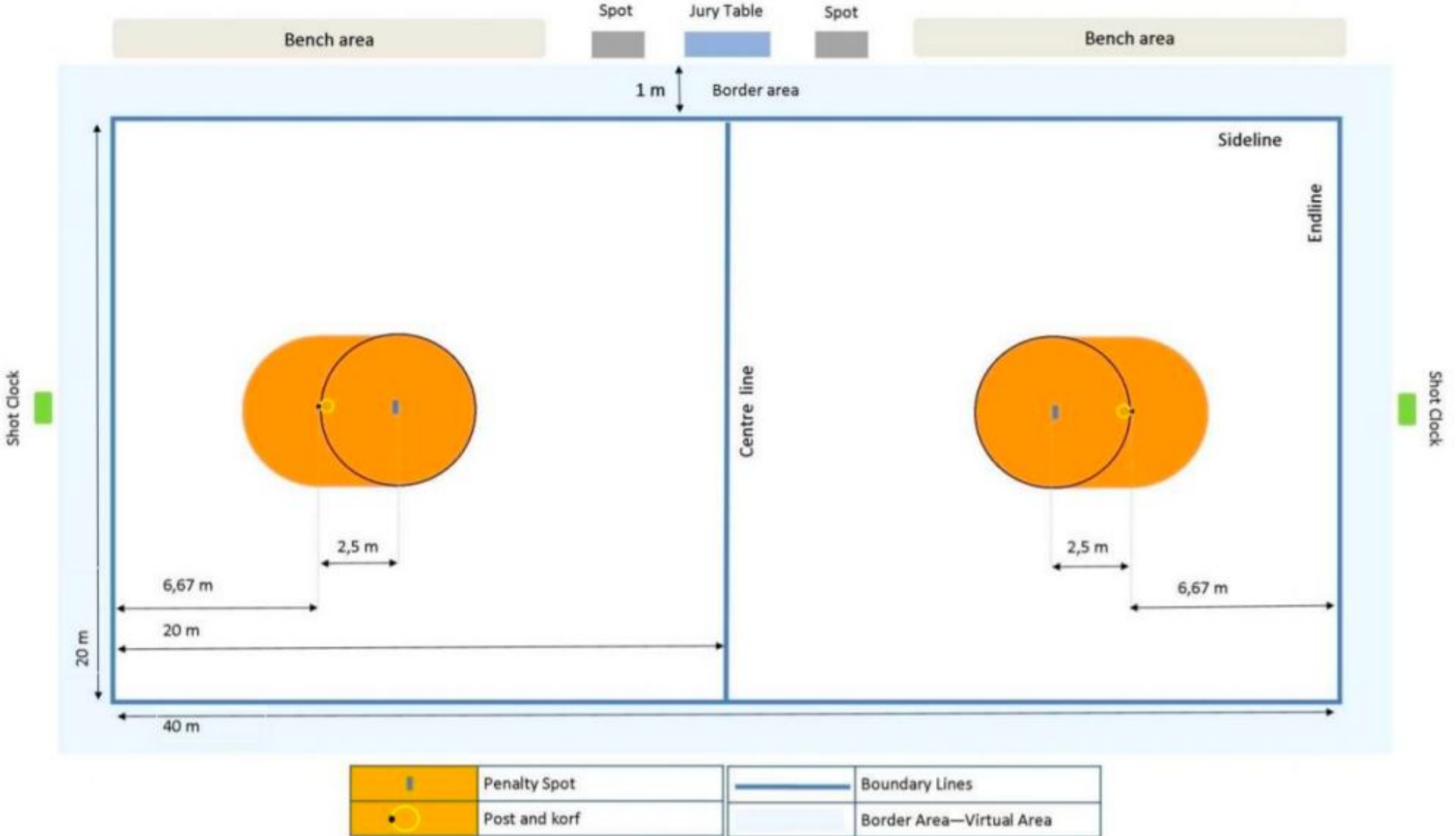
Field of Play



Field of Play and Player Numbers; time outs and beginning a match

- 8 players, split in 2 divisions of 4
- Free Pass and Penalty Area
 - **2.5m from the post and penalty spot**
- Only coaches or captains may request substitutions or time outs
- **In SKA:**
 - Each game consists of two 22-minute halves.
 - Half time lasts 4 minutes, and the referee should call teams back to the court 3 minutes in.
 - Each team has one 1-minute time-out to use at their choosing (during a break in play)
- The home team decides the direction they will attack.
- The home team starts with the ball in the first half, and the away team in the second half.
- The direction of attack switches going into the second half.
- **The Referees must:**
 - check the playing area is safe and fit for purpose before games
 - Players do not have bracelets, rings, earrings, watches etc. on
- If one team does not have sufficient players, they must play as evenly as possible. (3 girls in one and 3 in another, not 4 and 2).
- If the referee does not notice the timekeepers signal, they should carry on alerting the referee and restart play from when the first noise was made.

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Substitutions and Player Numbers including Red Cards and injuries

- Substitutions must be made at a break in play. Limited to 8 in a game.
- Coaches must alert the jury/timekeeper, captains the referee.
- You cannot swap players from divisions to division. You must exit the field of play, let play restart and then another substitution at the next break in play.
- Injured players should be taken off the court if there it will take longer than 1 minute. Blood = immediate removal. Restart with a mark up or from the restart.
- If the referee sends a player off, they must be replaced by another player of the same gender. If this does not happen, a team cannot make another substitution till they do.
- If there is an injury or red card that leaves one team under the number of players, the referee may instruct the team to make a substitution. Also the case if the team has used the maximum number of substitutions.



QUICK QUESTION

A coach wants to swap two players (Freya and Jane) in two opposite divisions. How many substitutions would the coach have to use to do this.

Answer: 3.

One to sub Freya off (1). One to sub Jane off for Freya (2). One to substitute Jane on into the other division (3).



The Defended Rule *(6.3 To shoot from a defended position)*



What is it?



The criteria



Picture time!



The Defended Rule *(6.3 To shoot from a defended position)*

1. Facing and looking at the Attacker

2. The TORSO is in between the attacker and the post

3. Actively trying to block the ball

4. Can touch the Attacker's shoulder/chest



The Defended Rule: Other things to note

- Attacker cannot 'jump out' of a defended position
- Defender has to be very active, not just holding the arm up
- Holding an arm or leg round is not enough to be closer to the post, has to be the TORSO
- Standing so close to the post that the defender cannot get any closer
- The point of reference is the two players in standing position. If the defender is leaning towards the attacker then it may not be defended (if all other criteria are met)





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Types of Infringements

- **Light/Minor**

- *E.g. Accidentally knocking a ball out of hands*

- **Heavy**

- *E.g. Pushing through a player to get the ball*

- **Heavy with loss of a goal scoring opportunity**

- *E.g. Preventing an attacker of the opposite gender from releasing the ball*



Infringements *(6.1-6.2; 6.4-6.10; 6.14)*

- Running
- Solo Play
- Cutting
- Handing the ball off
- Passive Play
- Touching/Holding the post
- To play outside one's zone
- To score from an out-ball
- To play the ball with a leg or foot
- To hinder a person of the opposite sex playing the ball



6.1 Running (Travelling)

- A player holding the ball changing their position illegally.
 - One pivot foot that cannot move
 - Can change if you do not gain an advantage including jumping and swapping
- Depends on how you catch the ball.
 - Standing still - no steps
 - Running/jumping and land holding the ball - stop best you can
 - Running/jumping and shooting - 3rd step
- If you are throwing it a long way, you **USED** to be able to lift your back foot but not any more





6.2 Solo Play

- To try to play the ball while avoiding co-operation
- Has to be intentional
- When it IS solo play
 - Tap the ball while they could have caught it
 - Throw the ball and catch it somewhere else
 - Use the post or a defender to advance the ball
- When it IS NOT solo play
 - Shot/pass intended to a player but they miss and the initial player recovers
 - Tap the ball and can not recover it
 - No change in position
 - Two players contesting the ball



6.4 To shoot after cutting past another attacker

- Key here is 'to shoot'.
- Cutting is when an attacker runs so close to another player that it forces a hindering defender to give up their position
- Also an offence when the the cutting player passes then quickly receives the ball
- **Not** an offence when the defender is not close enough to hinder OR if the defender does not attempt to recover a defended position





6.5 To hand the ball to another player of one's own team

- To give the ball to a teammate without the ball travelling freely through the air OR being on the ground
- Cannot be an infringement if both the players catch a ball (e.g. rebound) and then one lets go of it.



QUICK QUESTION

Two players (Ray and Will) jump up to contest a rebound. Neither catch it cleanly and it bounces away. They both run towards the ball side by side and Will knocks it away from Ray. This happens twice more and then Will picks the ball up.

Answer: Play On



6.6 To hinder a person of the opposite sex playing the ball

- Deliberate (does not need to be looking)
 - Standing in feed with their back to them but still a foul
- Within two arms length of each other (roughly 2m)
- The player is trying to actually throw the ball

6.7 To play the ball with the leg or foot

- Foot ball is below the knee
- Is now intentional



6.8 To touch or hold the post

- An offence if:
 - It influences the shot
 - It gives the player an advantage running, changing direction, holding their position or jumping

6.9 To passive play

- Playing in a way that ignores scoring opportunities or is focused on maintaining possession.
- Irrelevant of a shot clock
- Do not punish late in the game and playing more cautiously or if the defence changes their tactics
- Penalty shots



6.10 To score from the defence zone of the attacking team or directly from a throw off, out-ball, re-start or free pass

- You Can't
- Not applied to restarting from a 'mark up' event i.e. injuries, bleeding player

6.14 To play outside one's zone

- Touch the ball OR hinder an opponent in the opposite zone
- While touching the boundary line or the ground of the other division
- While jumping from touching the boundary line or ground of the other division



QUICK QUESTION

How many offences are there in this passage?

The ball is passed into Blue Teams defensive division. One attacker throws the ball and it hits the leg of a defender, who is standing still. The ball bounces off their leg and rolls away. An attacker and defender side by side both chase the ball and the attacker taps it away to pick it up. They pick it up and shoot, with their defender not in a defended position. It misses but an attacker collects the ball by holding onto the post and using it to pull themselves up.

Answer: One - Holding the Post



Contact Infringements *(6.11-6.13)*

- To hinder an opponent excessively
- To push, to cling to, or to hold off an opponent
- To play in a dangerous manner



6.11 To hinder an opponent excessively

Whenever a player hinders an opponent and:

- Knocks or takes the ball out of their hands.
- Limits the free use of their body by blocking their arm instead of the ball;
- Hits the throwing arm or beats the ball, i.e. the hindering arm or hand must not move quickly towards the ball in such a way that contact takes place with the ball before it has left the opponent's hands.
- For this rule to be violated the opponent must have reasonable control of the ball by holding it with one or two hands or letting the ball rest on the palms on their hands or in their fingers. Especially consider when looking at rebounds.



6.12 To push, to cling to, or to hold off an opponent

- Whenever a player blocks the free movements of an opponent, deliberately or not and no matter whether this opponent does or does not possess the ball and even if the ball is in the other zone.
- This does not mean that attackers have 'right of way'. Everyone has their own position and its the deliberate move to change the position that is a foul.
- Equally, if there is contact, it is not always a foul. Jumping for a rebound, if both controlled, is not a foul.
- Competing for a ball at the halfway line is also fine, as long as the defender does not impede the attacker.
- Examples of unlawful holding off are:
 - Pushing; Running down; landing on a stationary opponent after jumping;
 - A player intentionally positions himself where a jumping player will land; Preventing an opponent from standing up or jumping up; bending into the path of a jumping opponent;
 - Extending an arm or leg to an approaching or passing opponent thus forcing them to take a longer path around the first player; deliberately move into the path of a defender stopping them to follow their opponent.



6.13 To play in a dangerous manner

- Whenever a player plays in a manner that puts in danger any other player.
- Referees need to judge the technical capabilities of players, understanding of the game and context of the match to determine whether the play was intentional or not.
- If the collision is unintentional and does not affect the game, then play on is an appropriate decision.
- Examples of dangerous play are:
 - An attacker takes their path in a way that they subsequently force their defender, who is within an arm's distance of the attacker, to collide at speed with another attacker
 - In the above-mentioned situation, if the defender is aware of the attacker in their path, or becomes aware of it at such a time that they could avoid a collision and still causes the collision on purpose then the defender shall be punished;
 - A player intentionally throws the ball against the body of an opponent;
 - A player hits the ball in a dangerous manner, for example towards the face of the opponent;
 - A player lands on a stationary opponent after jumping;
 - A player intentionally positions himself where a jumping player will land.



Types of Restart (6.15; 7.1-7.5)

- Restart and Out-ball
- Free Pass
 - How does it work?
- Penalty
- When each happen



6.15 Out-balls

- If the ball hits the boundary line or outside the boundary line, a person or object outside the field of play or the ceiling, an outball is awarded
- The possession of the ball goes to the team that did not cause the ball to go out
- An outball is a type of restart so the rules of a restart (right) apply to an outball.

7.3 Restarts

- The restart takes place where the infringement occurred.
- Must travel 2.5 m within 4 seconds for it to be legal and not have any body part touching an outline. Any infraction of these results in a restart for the opposite team.
- No-one can actively or passively hinder the restart. Passive is standing within arm length but not moving. Active is moving. If there is an infraction in this case, it will be a free pass if it is by a defender, a retaken restart if by an attacker.



7.4 Free Pass

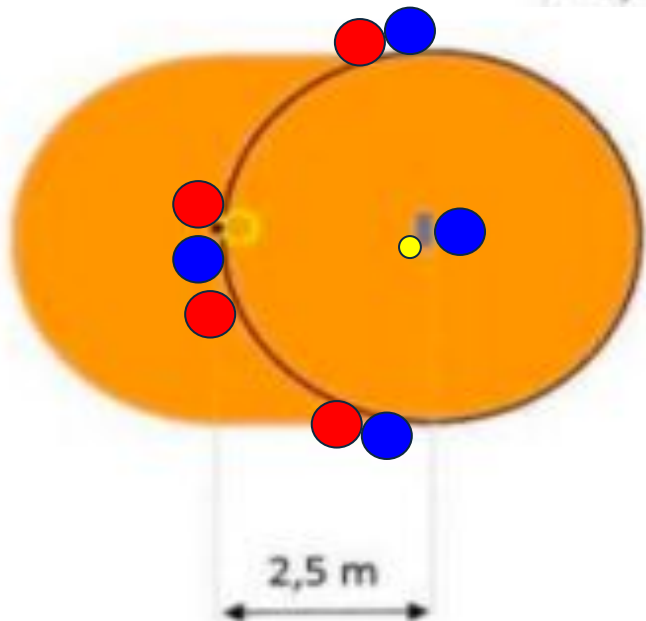
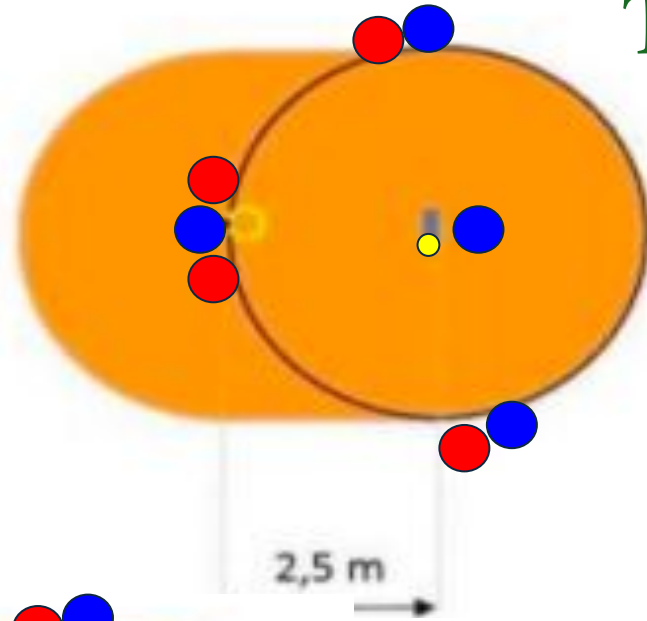
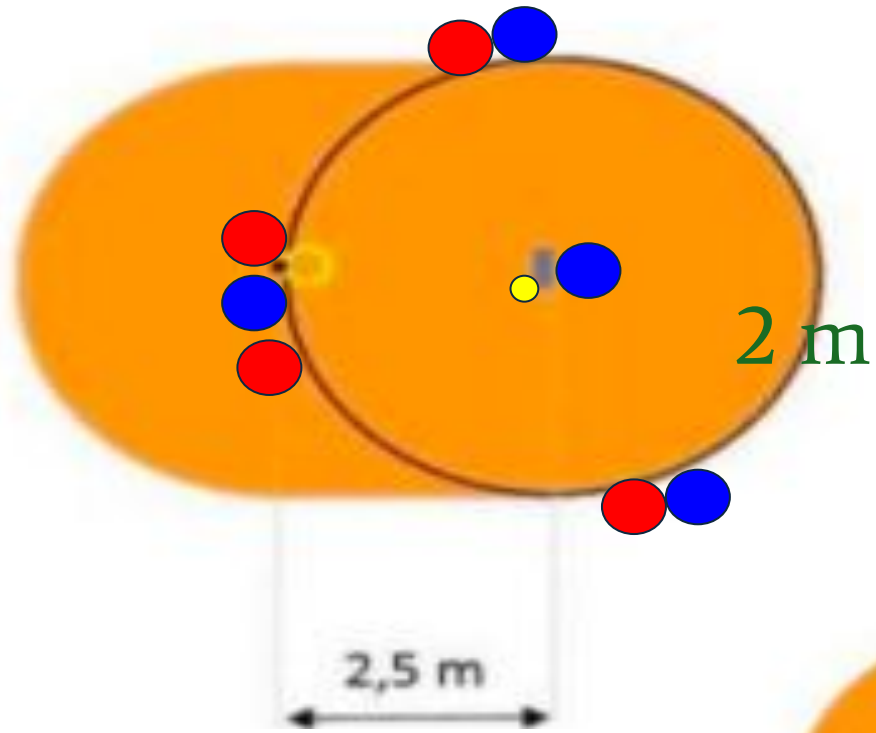
1. Foul
2. Whistle for a Free Pass
3. Pre Free Pass - *See next slide*
4. Whistle again
5. Four Seconds to take a free Pass
6. What can go wrong
7. Take the Free Pass

After the second whistle has gone

- 4 seconds to pass the ball
- All of the pre free pass conditions must be maintained till the ball is brought into play.
- The only one that does not need to be kept is defender staying outside. Any movement by the free pass taker allows a defender into the circle.
- The ball is 'brought into play' when
 - Hits a defender
 - Touched by an attacker with 2 feet on the floor outside the free pass circle, and travelled 1 m in the air.
 - The ball has travelled outside the circle

7.4 Free Pass

Straddle
The Post



Good



7.4 Free Pass

- If it goes wrong:

Defender steps 1st time = free pass

Defender Steps 2nd time = penalty

Attacker commits an infringement - defence restart

Both players inside = player who is closest to penalty spot is punished



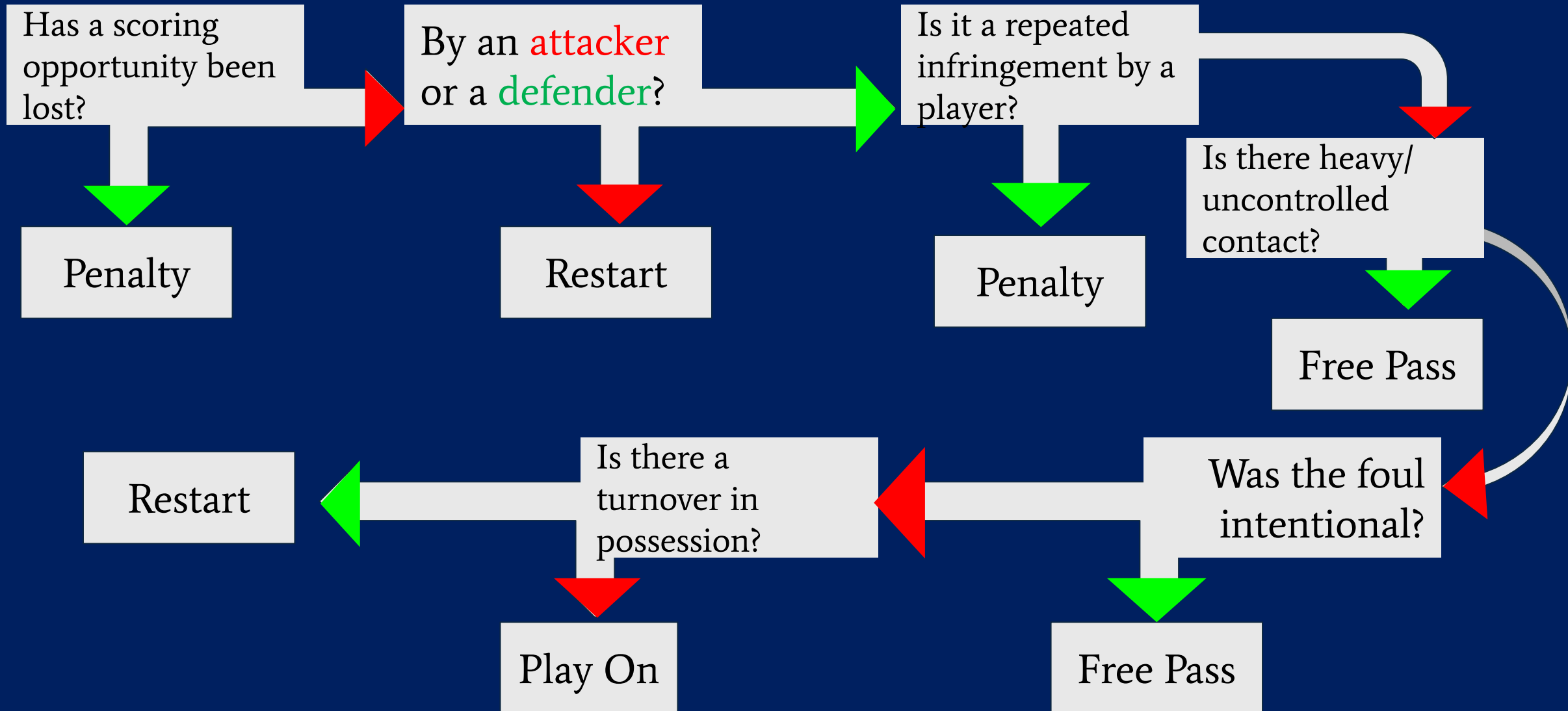
7.5 Penalty

- The penalty is taken by the **player that is fouled who lost the shooting opportunity**.
- One foot behind the penalty spot and one anywhere behind the line of the diameter of the free pass circle perpendicular to the post.
- Everyone else **outside the penalty circle**
- Everyone must be quiet and not make any attempt to put off the penalty taker
- Once the whistle has gone, it must go towards the korf
- The player must not touch the front half of the free pass circle or penalty spot
- The **ball must leave the hand of the player**
- No time limit
- May be taken at the end of a game

Defence violation = retake

Offence violation = restart

What deserves what? If you think an infringement has occurred?





Discipline (7.6)

- What can you give a card for?
- Yellow vs Red



7.6 Discipline

“The referee can consider any **unsporting action** from a **player, coach, substitute player or any other person attached to a team**, as misbehaviour, e.g. inadmissible forms of appeal, any kind of discriminatory comments or actions or demonstrative gestures against the referee or any other participant in the match (see 4.1 to 4.12) and spectators.”



7.6 Discipline

In the case of misbehaviour, the referee can:

- ✓ **informally warn** the person that they must change their method of playing or their behaviour;
- ✓ **formally warn** the person by showing them a **yellow card**;
- ✓ **formally warn the same person for the second time** by showing them a **second yellow** card, followed by a **red card**;
- ✓ in case of **serious misbehaviour**, **send the person off** at once by showing them a **red card**.
- ✓ with respect to the **coach or assistant coach**, the referee has the power to **forbid them from leaving the bench without his permission** during the rest of the match.



7.6 Discipline

- Examples of actions that may be treated as misbehaviour:
 - any unsporting action as inadmissible forms of appeal or demonstrative gestures against any other participant in the match or spectators
 - uttering insults, no matter to whom addressed; making remarks to the referee about their knowledge of the rules
 - leaving the field of play without informing the referee
 - repeatedly infringing the rules, especially after a warning
 - striking, punching, kicking or intentionally running down an opponent
 - deliberately moving the post during a shot
 - deliberately throwing the ball against the body of an opponent
 - hindering the taker of a re-start
 - preventing the preparation of the free pass or trying to prevent the taking of the free pass
 - disturbing the person taking the penalty
 - both teams intentionally passively playing the game in turns or appear to accept the score as it is with no ambitions to change it. The referee shall warn both captains together that this form of play is regarded as misbehaviour and if continued may lead to a formal warning and the game to be stopped
 - delaying the retaking of positions after a time-out (the captain shall be warned)
 - failing to inform the referee of a substitution (the coach shall be warned)
 - a coach or assistant coach entering the field of play without the permission of the referee
 - a coach or assistant coach misusing the right to leave their place in the bench (see 4.4)
 - a captain misusing the right to draw the referee's attention to anything they think desirable in the interest of the good progress of the match and/or criticism of the referee (see 4.3)
 - throwing the ball far outside the field
 - kicking the ball when the game has been stopped
 - time wasted when changing zones.



7.6 Discipline

- A person given a **YELLOW CARD**:
 - If a **player is currently playing**, he must be substituted and **sit on the bench for 4 minutes** of real playing time (**in Scotland, this is running game time**). They may leave the bench to warm up or to be substituted only after that period.
 - If a **player is a substitute**, they may **only be available to take part in the match after 4 minutes** of real playing time.
 - If they are the coach or assistant coach, both must sit on the bench for 4 minutes of real playing time. For that period, they lose the right to leave their place on the bench for any reason, including:
 - to give instructions to the team's players;
 - to request and / or use a time-out (see 5.8);
 - to request and execute a substitution (see 5.9).



7.6 Discipline

- A person shown a **RED CARD** must **leave the playing area** (see 1.1) and sit in the area reserved for spectators or leave the hall altogether, whatever he chooses and:
 - If he is a **player**, he must be **replaced by a substitute**;
 - If he is any other persons attached to the team:
 - the card will be attributed to the **coach**, and both must abandon the field of play
 - the **assistant coach loses all coaching rights** and must sit on the bench for the rest of the match.
 - **After a period of 4 minutes**, the **captain can replace the coach** in requesting a time-out and requesting and executing substitutions.



Appendix: Basic Assessment Criteria and Hand Signals



Basic Assessment Criteria:

- **Learning Outcome 1: Pre-match preparation**
- **Learning Outcome 2: Communication**
- **Learning Outcome 3: Interpretation of the rules**
- **Learning Outcome 4: Control of contact**
- **Learning Outcome 5: Dealing with misconduct**
- **Learning Outcome 6: Positioning**



Learning Outcome 1: Pre-match preparation

- Punctual
- Introduce team – check nails, jewelery and speak to Captains
- Warm up
- Appropriate clothing – different from playing teams, sportswear
- Correct equipment – whistle, cards, pen and notebook



Learning Outcome 2: Communication

- Good use of whistle
- Demonstrate good understanding of signals
- Consistent with signals

Guidance:

- ‘The whistle should be loud and used when needed (i.e. when the ball goes out of play, as well as to signal the subsequent re-start).’
- ‘The signals for substitutions, time-outs, changing zones, football, defended shots, cutting, 4 second rule, free passes and penalties should be consistently used when/if required. Some leniency may be given if an incorrect signal is used, as long as it does not cause confusion and is used consistently.’



Learning Outcome 3: Interpretation of the rules

- Re-starts
- Free Pass
- Penalties
- Subs
- Defended Shots
- Running
- Cutting

Guidance: 'The referee should be able to consistently recognise fouls, although some minor misinterpretation of the correct type of re-start (especially between re-starts and free passes) is to be expected. At the assessor's discretion, this may be fine as long as the decision-making is consistent. Regular and/or serious misinterpretation of what type of re-start should be given'



Learning Outcome 4: Control of contact

- Demonstrate control over physical play
 - Guidance: 'The referee should demonstrate the ability to control clear instances of over-physical play.'



Learning Outcome 5: Dealing with misconduct

- Verbal misconduct
 - Physical misconduct
- Guidance: 'The referee should be confident issuing cards where appropriate to retain control of the game. Higher level communication about behaviour either during stoppages in play or while play is ongoing is not expected for a pass at Basic level, but the ability to appropriately punish infringements that may otherwise escalate is. It is important to note that such a situation may not arise in an assessment match and leniency should be given in borderline situations where control was retained.'



Learning Outcome 6: Positioning

- Adjust position to needs of the game
 - Guidance: 'The referee should be making an effort to actively follow the play. Referees who stand on the half-way line, or in the corner of the court and rarely change position should require re-assessment.'

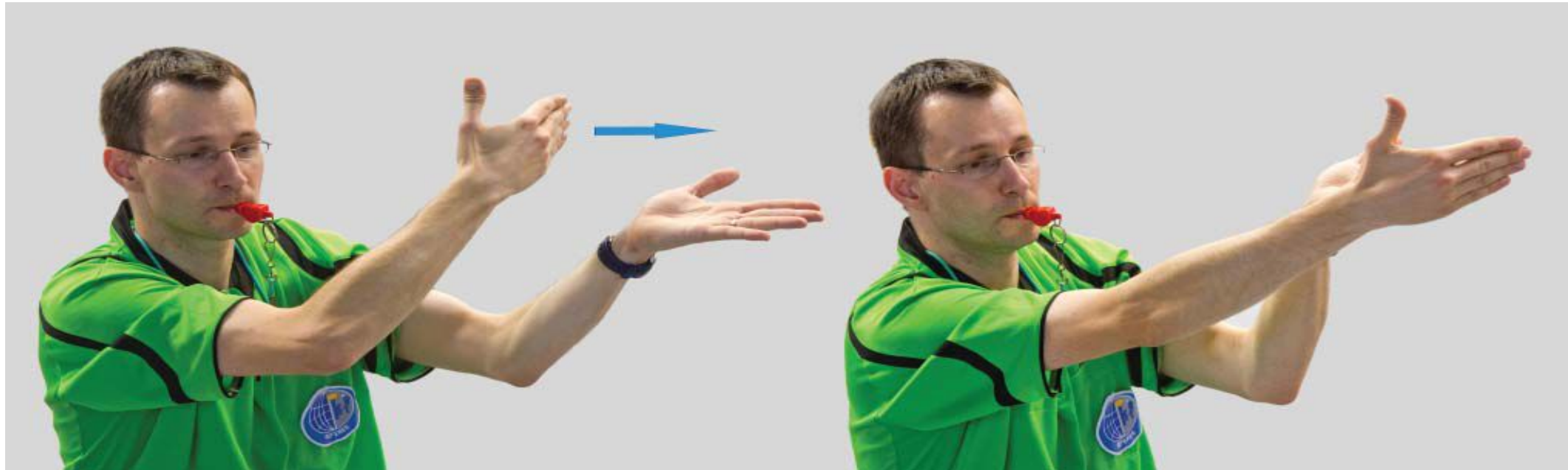


Referee Hand Signals



Out of Hands

- Occurs when ball is knocked out of a player's hands while they have control of the ball.
- Level of Infringement can vary depending on the circumstances: **Light** for unintentional (competing for rebound) or **heavy** for intentional





Travel

- Occurs when a player makes 3 separate touches on the ground.
- **Light Infringement**, will always result in a re-start.





Pushing Through

- Self-Explanatory: Player pushes through another player, regardless of ball.
- Varying intensity of infringement: **Light** for accidental pushes, **heavy** for anything intentional.





Cutting

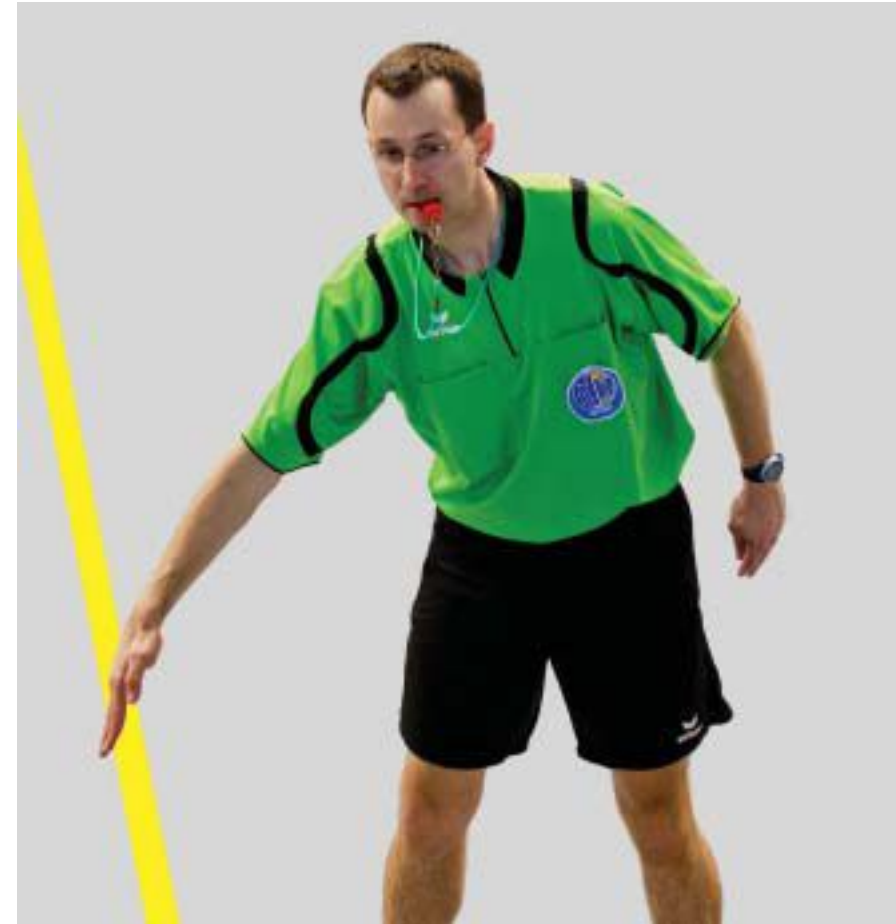
- Occurs when a shot has been taken after the attacker has used another attacker to obstruct their defender.
- The defender must be attempting to follow.
- **Light infringement** as only occurs in attack.





Out Ball

- Occurs when ball leaves the playing field, or player steps over the halfway line with the ball.
- **Light Infringement**
- Restart occurs on final point of contact made by player.





Defended Shot

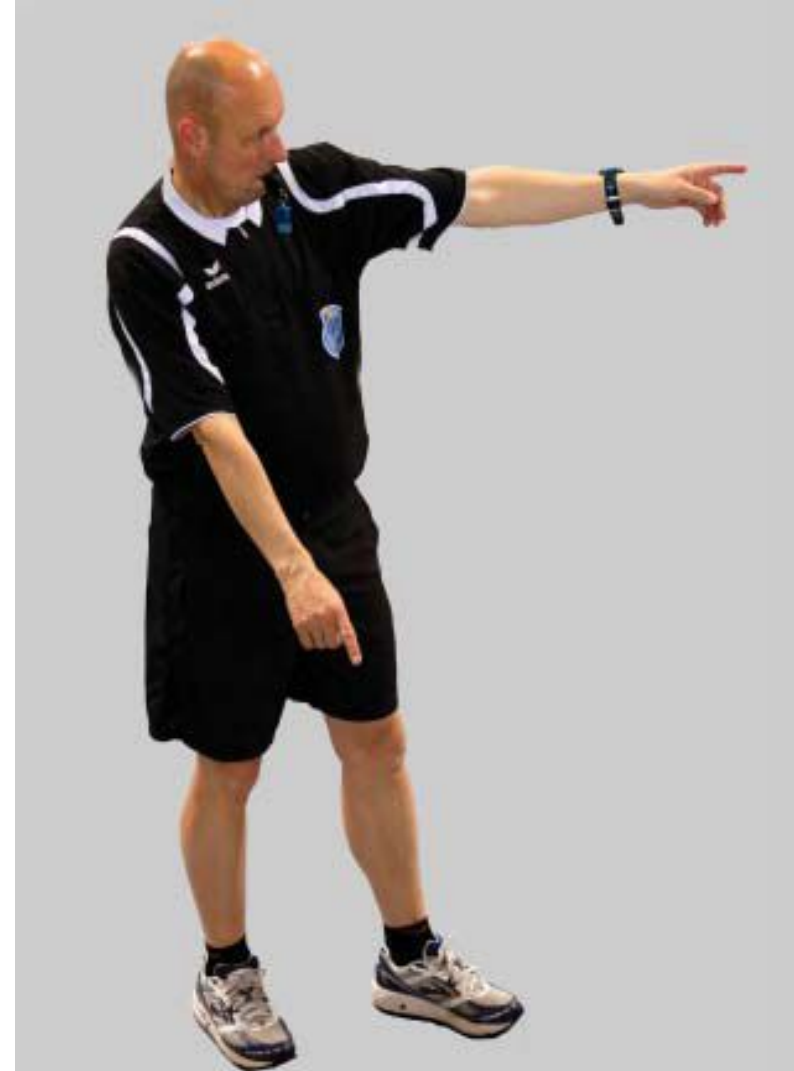
- Occurs when an attacker shoots from a defended position.
- **Light Infringement**
- Defended Position Requirements:
 - Defender's body is between player and post
 - Defender is within touching distance of attacker's chest
 - Defender has control and has an arm raised at an angle towards the attacker





Restarts

- Occurs after goals or **light infringements**.
- Restart position post-infringement is the position of infringement.
- Defenders must be at a minimum 2.5m distance from the ball, and the ball must travel minimum 2.5m to another attacker.





Advantage

- In a situation where the offended party gains possession of the ball following a light infringement, advantage can be played in place of a restart. E.g. gaining possession after a defended call.
- Maintains flow of play.





Free Pass

- Called on **Heavy Infringements** caused by defenders.
- Attackers have 4 seconds to set up, followed by 4 seconds for defenders to follow. Once defence is set up, the passer can pass the ball.
- The ball is active once the attacker moves (not passes) the ball, and defence can move inside the circle.
- Attackers must be at a minimum distance of 2.5m away from each other.





Penalty

- Called upon a **Heavy Infringement with a loss of scoring opportunity.**
- Offended attacker takes a shot from the free pass line with unlimited time to take.
- Ball is active when the ball leaves the attacker's hands, and other players can move inside the circle.





Change of Ends

- Every 2 goals, attack & defence switch ends.





Timeouts

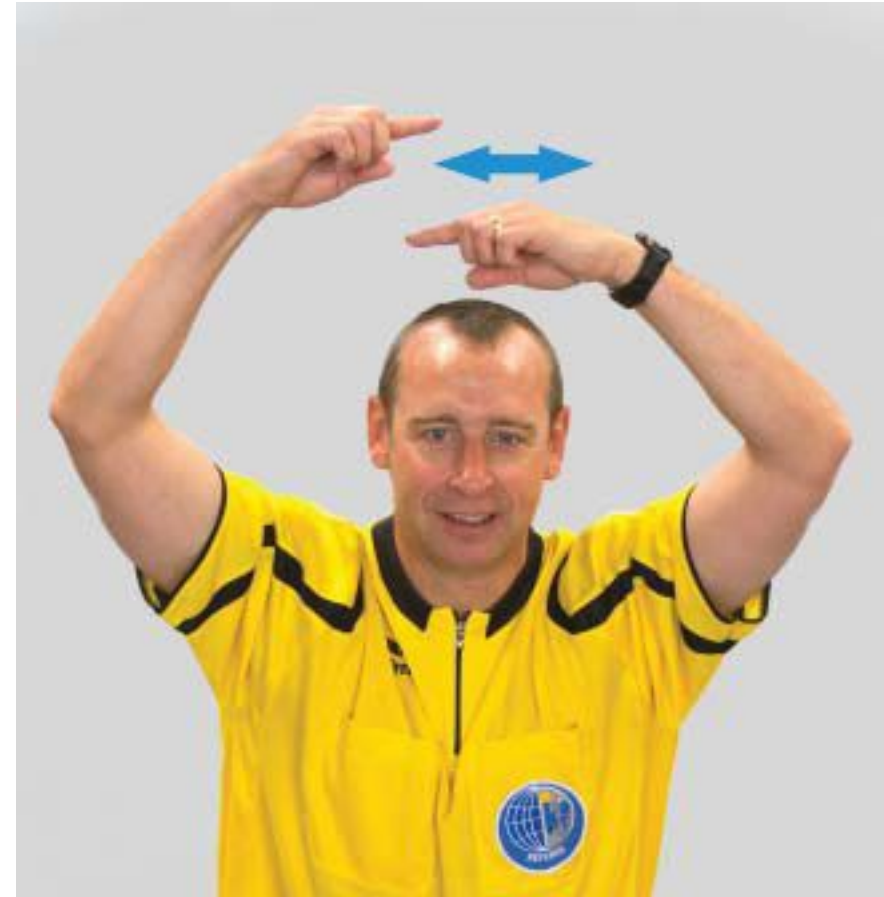
- A team's captain or coach can request a time out at any point, at which it will occur in the next stoppage of play (unless play is currently stopped).
- Time outs last 1 minute, with the referee calling teams back to the court at 45 seconds.
- As of the 24/25 Season, teams are given 1 time out per game.





Substitutions

- One or more substitutions can be requested by the team's coach or captain at any point in play, after which the substitution(s) will occur at the next stoppage in play.
- As of the 24/25 season, teams are permitted 8 substitutions per game.
- The only exception is in the case of a yellow or red card, where a substitution will be made regardless of number left.





- Full list of hand signals can be found here:
 - <https://korfball.sport/wp-content/uploads/2016/09/Referees-signals-2015-rev.pdf>
- Full rules & reffing materials can be found here:
 - <https://scotlandkorfball.co.uk/index.php/resources/>